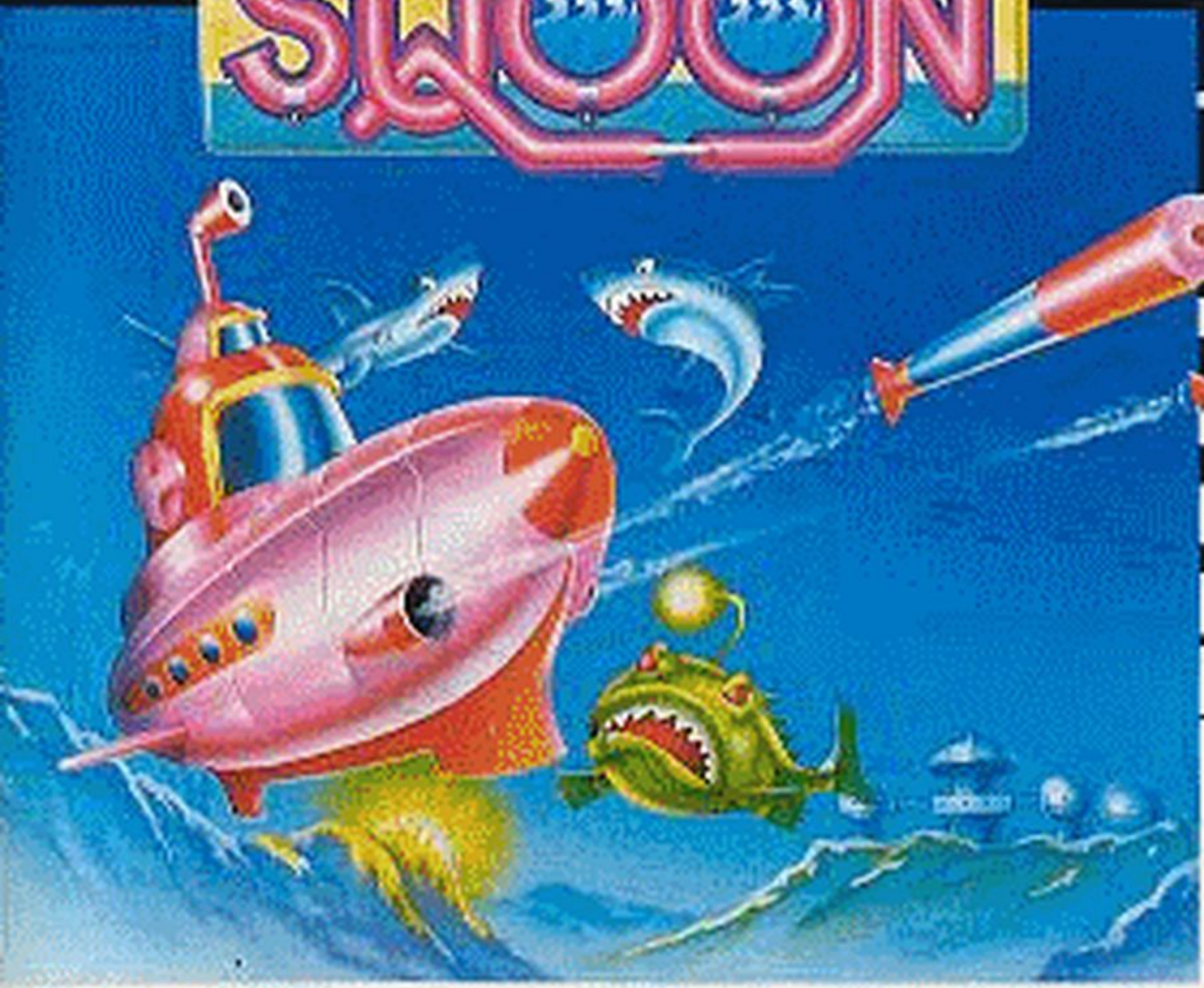
NES-SQ-USA

SQOON™

INSTRUCTION BOOKLET



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Thank you for selecting the Nintendo Entertainment System® SQOON™ Pak.

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Read the instruction booklet for "SQOON™" thoroughly.

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1. THE STORY OF SQOON

— Swiss Government TV —

"Planet Earth is in a state of emergency!
Cities all over the world are sinking into the ocean!"

"Even as I speak, my own city is sinking. The water is already up to my knees! I am sacrificing myself for this broadcast. Earth Defense Army has announced that the Neptunians, an underwater race of alien beings, have invaded Earth and are melting the polar ice caps. They are living under the sea and using humans for food!"

Six months ago at the Bankoran Palace on Neptune, the rulers of the planet recognized that their world was dying. It was being turned into desert by falling meteorites. Man-ham livestock, which the Neptunians used for food, was being destroyed. To escape this terrible fate, the Neptunians were forced to move their entire civilization into the sea. They knew they'd be temporarily safe in the sea but would eventually die of starvation.

The Neptunian government therefore decided that the only way to save their people was to invade Earth (where there was plenty of man-ham). They constructed special space ships with giant water tanks for them to live in during the trip, but only the highest government officials and the beautiful Miss Neptune were able to escape before the planet was totally annihilated.

About the time the Neptunians landed on Earth, a pirate named Narikeen was mining gold under the oceans of the world using his submarine SQOON. He was a dastardly pirate and committed all kinds of crimes. When his SQOON was full of gold, he would go into port and trade his gold for grog. But this time, when he tried to go into port, he discovered that it had disappeared. In fact, all the land was gone!

Just then a message came in over his radio:

"MAYDAY—MAYDAY—Narikeen come in please.—
This is the General of the Earth Defense Army—"

The Neptunians are melting the polar ice caps using hot water produced by their bio-factories and all the continents are sinking. The underwater factories are also manufacturing additional warriors to help them capture the Earth. Narikeen Help us!

Narikeen responded to the General's plea by saying "Are you asking ME to help? I am the evil pirate Narikeen! If I help others, my reputation will be ruined! I won't be able to show my face in public again."

"Narikeen, don't say that. Thousands of people are captured in the Neptunians undersea domes. Are you going to allow humans to become Neptunian food?" the General asked.

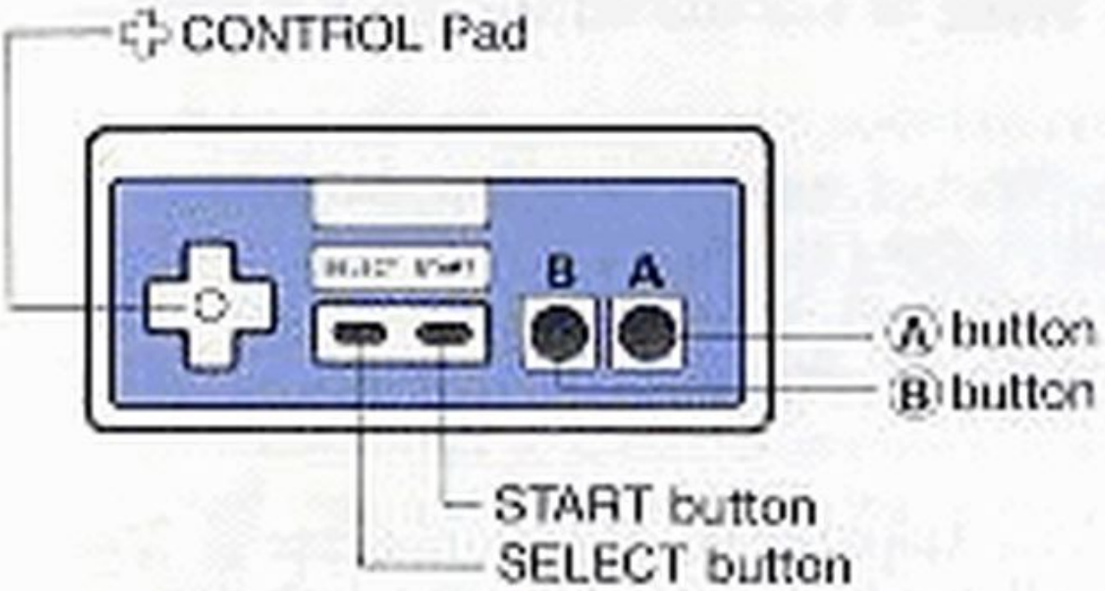
"Ha ha ha ha! That's what you get for eating so much fish, General! You're not as smart as you thought you were!" said Narikeen.

"Narikeen, please, we need you! The Pentagon has been destroyed by tsunamis and our entire Earth Defense Army is almost completely gone. You are the only one left who can save Earth. If you kill all the Neptunians you will be a hero."

"Really, General?" replied Narikeen. "Well, if even I can become a hero, I'll destroy the Neptunians for the good of the human race. However, SQOON, my submarine, can only carry nine people at a time. I'll need to ferry them to the safety of my small motorized island. And I'll need plenty of fuel to complete my mission."

"You've got it." said the general. "The Neptunians are pretty strong. They won't be easy to defeat. Be careful! I'll send you some enemy data that our intelligence forces have gathered. Study it well."

2. HOW TO PLAY SQOON



● **START button**

When you press the START button at the title screen or during the demo, the game will start.

To **PAUSE** the game: Press the START button during the game. The music will change and the game will pause. Press it again while paused to resume the game.

CONTROL pad

Moves SQOON up, down, left and right.

If you touch a human with SQOON, the human will be rescued.

Ⓐ button

Fires missiles.

Ⓑ button

Fires ice ball gun. To transfer humans to the small motorized island, surface and repeatedly press the "B" button when the island is directly above SQOON.

WEAPON POWER-UP Two step power up

When you start the game, you are equipped with the horizon missile. When you rescue nine people and receive power-up energy, you power up one step.

1. **Horizon missile**
   It is effective but weak.

2. **Bow-wow missile**
   The first time you power-up, your weapon will be upgraded to the Bow-wow missile.

3. **Adenoid missile**
   If you have the Bow-wow missile and power-up again, you will have this weapon at your disposal. It is the most powerful missile available.

★Horizon Missile
Kills the Neptunians (the enemies).

★Ice Ball Gun (bottom shooting missile)
Destroys bio hot water factory and enemies. When you break the ocean bottom dome with the ice ball gun, the humans come swimming out. Rescue them quickly and transfer them to the small motorized island to receive energy for SQOON.

HOW TO RESCUE PEOPLE

If you touch the people swimming toward the surface with SQOON, they will be rescued. If SQOON is full (nine people maximum) or is carrying gold and one or more persons, then the small motorized island will appear. When you and the motorized island are aligned on the surface, press the "B" button. The rescued people will be transferred to the motorized island. Rescuing a person is worth 100 points and getting him to the motorized island is worth 200 points.

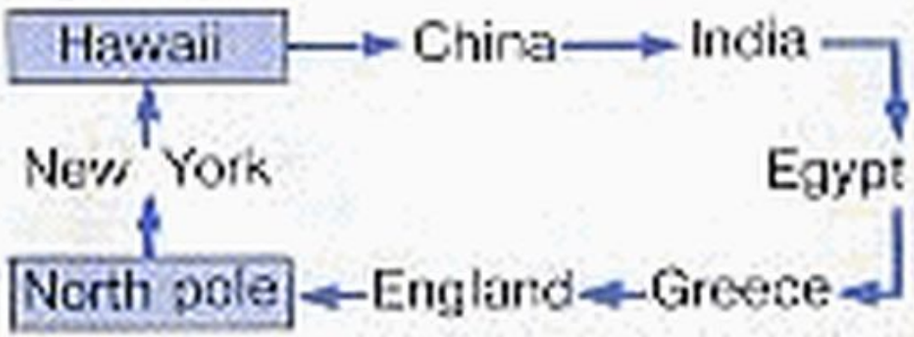
ENERGY

When you bring nine people, or one person and one gold, to the small motorized island, energy will be dropped. If you can touch the energy, SQOON will be fully powered.

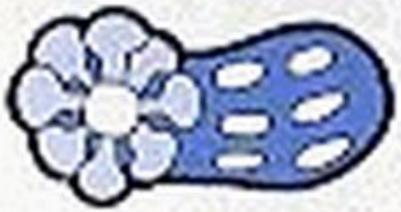
- Energy (fuel) lasts for 60 seconds. When 20 seconds of fuel remain, SQOON will blink and the alarm will sound.

- If energy runs out, you will lose one SQOON, so watch your energy carefully!

Your objective is to visit each country in the world, destroying the Neptunians along the way. The final goal is the North Pole. You will begin at New York.



3. ENEMY DATA



One shot: 200 POINTS

Amato (sea slug)
Look for it around the edges. It picks up the magic necklace that the mermaid Kazuri has dropped. If you hit it with the ice ball a number of times, it will turn into a necklace. If you pick up this necklace and destroy the big hot water factory the balance of ocean energy will be disturbed and you may be able to go to some other dimension of the world. This is a magical being.

Gabbishai (crab)
If you shoot it with the ice ball gun, the shell of the crab comes off and you can get the gold inside. Touch the gold to collect it. In a few seconds though, the shell will return and the crab will start walking again. Use your gold well. The gold and one person allows you to recruit from the small mermaid island.

20 POINTS

Piranu (Hunter)
This is the Neptunian scout. If you are killed by this, you're not doing very well. The Piranu dance around the screen.

50 POINTS

Otoda
Banban (the ruler of the Neptunians) asked someone to create a smart robot, but this is the result. This is a smart robot that needs more brains.

80 POINTS

Takame (turtle)
Get away, get away! The takame is coming! Try to steer clear of this enemy.

100 POINTS

Neptunian mine
Avoid the mines floating in the ocean. You can destroy them with the ice ball gun.

1000POINTS

Kaaru
Banban turned Miss Neptune into a mermaid when they reached Earth to confuse the Earth people. However, Kaaru is innocent Miss Neptune. What should you do?

Slow – 50 POINTS
Fast – 100 POINTS

Kaaraka Nambo(big mambo)(sanfish)
It's the only bo-fish that has a family. It spends all of its time looking for food for the mambaya (little mambo)

50 POINTS

Mambaya (child mambo)
Don't restrain your attack just because this is a little mambo. It's brave and quick.

70 POINTS

Kaitabaandi (crab)
It used to be a toy for Yaruba-u, the son of Banban. Don't restrain your attack just because this is a child's toy.

Slow – 50 POINTS
Fast – 100 POINTS

Aroba (angler fish)
Look out! This fish swims extremely fast and straight.

INDESTRUCTIBLE

Yaiga (spear shellfish)
This is the guard for the Neptune base. Its thick and hard shell is indestructible, even with barrage missiles or ice balls. Avoid them.

50 POINTS

Ikaana (squid)
The creature rushes forward suddenly and then stops when it moves. It doesn't play fair-be careful!

130 POINTS

Tobbbe (flying fish)
JUMP-JUMP-JUMP! If this is around, you can't get close to the surface of the ocean.

20 POINTS

Tatsunoi (sea horse)
This is a lost sea horse child looking for its mother across the oceans.

200 POINTS

Paachiki (nautilus shell)
It takes three hadron missles to kill this enemy. If something is spinning and coming, it must be Paachiki.

Each shot – 200 POINTS

Ottobbe (Neptunian ghost)
This is a strange ghost which followed Baruban from the planet Neptune.

100 POINTS

Basu (frog)
This amphibian is expressionless because it's actually a statue of a strong frog.

50 POINTS

Daly maipi (shellfish)
If this sees an enemy, it wants to kill. Look out!

20 POINTS

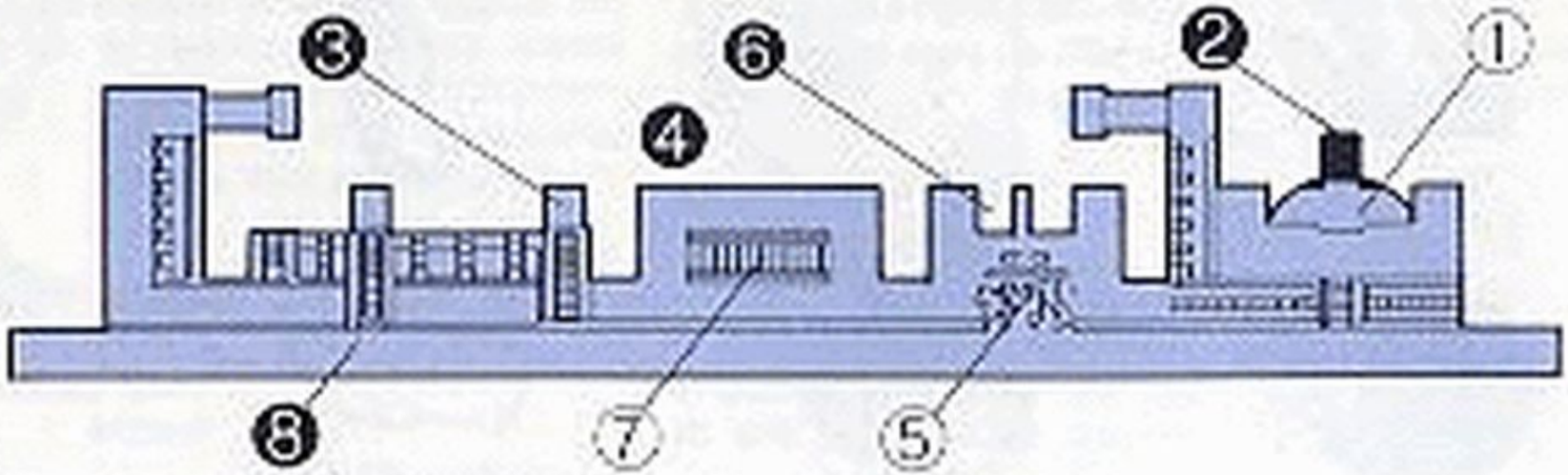
Daraxe (shrimp)
It looks strong, but it can be killed with the ice ball gun. It makes good sushi.

20 POINTS

Jaws (shark)
It's the only Earth fish which has been conquered by the Neptunians. It knows that if it follows SZOOM it can get food. It's a man-eating shark.

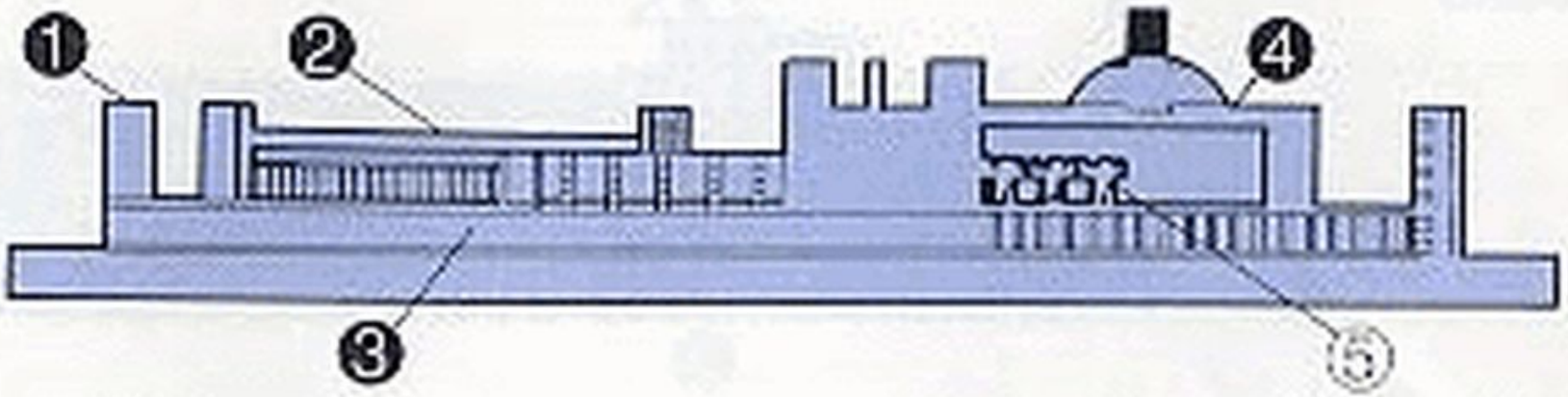
FACTORY DIAGRAMS

Factory A



● Can be destroyed with ice balls – 1000 points each section.
○ Cannot be destroyed with ice balls.
① **Ocean bottom dome** – It's the dome where the people are being held captive.
❷ **Breathing piston** – It creates air, to keep the humans alive.
❸ **Pross piston** – It creates the source of energy, prati-pross thirteen, for the bio-factory.
❹ **Plus capsule** – It shakes the prati-pross thirteen to create ten times more energy. Look out, it's dangerous!
⑤ **Hard boiled mantle** – The center of the hot water factory, it's burning red hot. This is what melted the polar ice caps.
❻ **Mantle molder** – This discards used hard boiled mantle.
⑦ **Bio chimney** – Creates the followers of the Neptunians, like the Pirame and Ancho.
❽ **Pachiloriru** (MKVII Univox) – Manages the bio-factory.

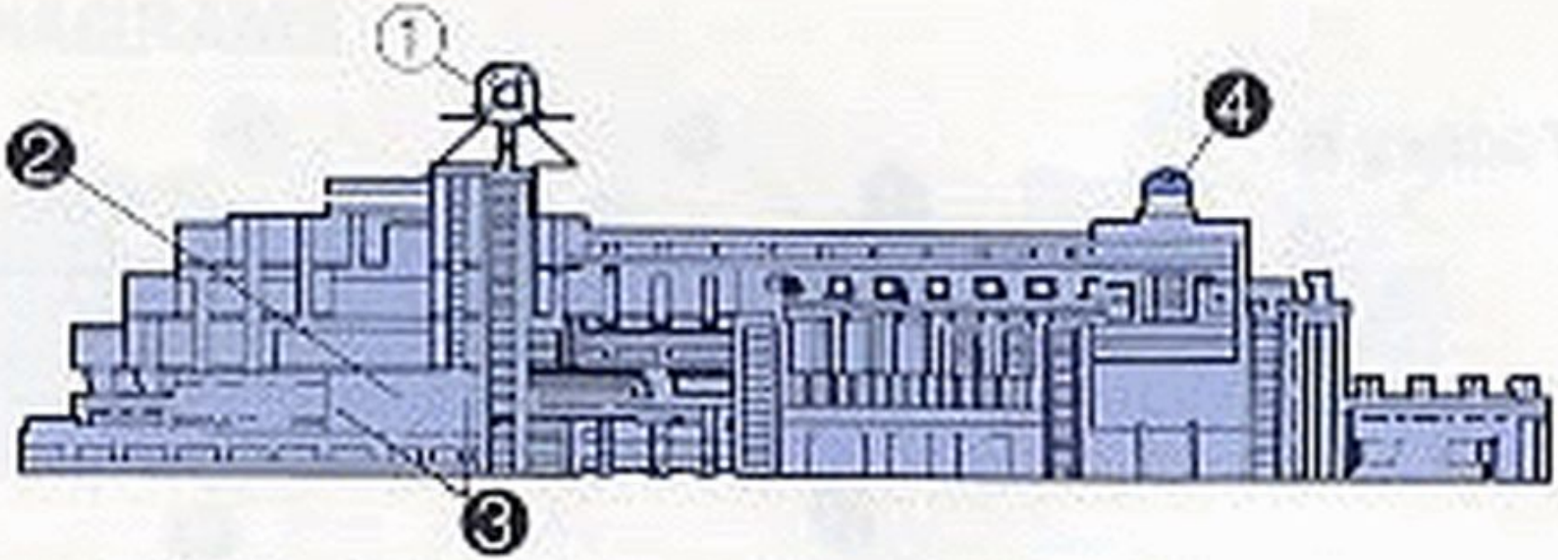
Factory B



● Can be destroyed with ice balls — 1000 points each section.
◌ Cannot be destroyed with ice balls.

❶ **Telepter** — Communicates with the Neptunians base.
❷ **Marine cleaner** — It cleans the ocean for the Neptunians.
❸ **Chiritoriru** — Finds enemies quickly.
❹ **Dome keeper** — Guards the ocean bottom dome.
⑤ **Hamcuder** — Man-ham, food for the Neptunians, is made here.

Base



● Can be destroyed with ice balls — 1000 points each section.
○ Cannot be destroyed with ice balls.

① **Dari telepter** — Communications center. Sends commands to telepters.
❷ **Pakonoido 8932** — Main computer (CPU). Controls the base.
❸ **Torinoido** — Sub-computer which works for the Pakonoido 8932.
❹ **Marikutereku** — All the records of the Earth invasion are kept in here.

MEMO

MEMO

MEMO

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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